

We Claim:

1. A method of playing a betting game by at least one player comprising, in combination the steps of:

using an equivalent of at least one deck of playing cards having four equal sets of playing cards with each of said four sets having predetermined values for each card including a mean value equal to a card value equally between the highest and lowest card value of each set; and

permitting the player to bet that the player will receive a card value for at least one card provided from said equivalent of at least one deck of playing cards that is at least one of below, above and equal to a mean value for said at least one card that the player receives.

2. The method of Claim 1 wherein said equivalent of at least one deck of playing cards is a deck of 52 playing cards consisting of four sets of 13 playing cards with each of said four sets of playing cards having a value of from 1 to 13 for the 13 playing cards in each of said four sets of playing cards and having a mean value of 7.

3. The method of Claim 2 wherein there is only one card provided from said equivalent of at least one deck of playing cards thereby permitting the player to bet below the mean value of 7, above the mean value of 7 and equal to the mean value of 7.

4. The method of Claim 2 wherein there are two cards provided from said equivalent of at least one deck of playing cards thereby permitting the player to bet below the mean value of 14, above the mean value of 14 and equal to the mean value of 14.

5. The method of Claim 2 wherein there are three cards provided from said equivalent of at least one deck of playing cards thereby permitting the player to bet below the mean value of 21, above the mean value of 21 and equal to the mean value of 21.

6. The method of claim 2 wherein there are four cards provided from said equivalent of at least one deck of playing cards thereby permitting the player to bet below the mean value of 28, above the mean value of 28 and equal to the mean value of 28.

7. The method of Claim 2 wherein there are more than four cards provided from said equivalent of at least one deck of playing cards thereby permitting the player to bet below the mean value equal to 7 times the total number of cards that are provided above this mean value of 7 times the total number of cards that are provided and equal to the mean value of 7 times the total number of cards that are provided from said equivalent of at least one deck of playing cards.

8. The method of Claim 1 wherein a money return that the player receives for a bet that the card value for said at least one card will be below the mean value equals the money return that the player receives for a bet that the card value will be above the mean value.

9. The method of Claim 8 wherein the money return that the player receives for a bet that the card value for said at least one card is equal to the mean value is substantially greater by several multiples than the money return that a player receives for a bet that the card value for said at least one card is either below or above the mean value.

10. The method of Claim 1 wherein the player making a bet to receive a card value either below or above the mean card value receives back the money bet when the card value for said at least one card is equal to the mean value.

11. The method of Claim 1 including permitting the player to have a betting option to bet on receiving a card value for said at least one provided card that is equal to one of an odd card value number and an even card value number.

12. The method of Claim 11 wherein a money return that the player receives for a bet that the card value for said at least one provided card that is an odd card value number equals the money return that the player receives that is an even card value number.

13. The method of Claim 1 including permitting the player to have a betting option to bet on receiving only one certain card value between and including both the lowest card value and the highest card value for said at least one provided card.

14. The method of Claim 1 including permitting the player to have a betting option to select receiving one certain card value from multiple card values selected by the player between and including both the lowest card value and the highest card value for said at least one provided card.

15. The method of Claim 13 wherein the player receives multiple times the player's bet if said at least one provided card has a card value equal to said one certain card value selected by the player.

16. The method of Claim 14 wherein the player receives a money amount that is dependent upon the number of multiple card values selected by the player when the provided card has a card value that is one of the multiple card values selected by the player.

17. The method of Claim 1 wherein multiple cards are provided from said equivalent of at least one deck of playing cards and permitting the player to have a betting option to bet that there will be at least two identical card values from the multiple cards provided that the player receives.

18. The method of Claim 17 wherein the player receives a money amount that is dependent upon the number of identical card values selected by the player from said multiple cards that are provided.

19. The method of Claim 6 wherein a money return that the player receives for a bet that the card value for the four provided cards is below the mean value of 28 is equal to the money return that the player receives for a bet that the card value is above the mean value of 28.

20. The method of Claim 19 wherein the money return that the player receives for a bet that the card value for the four provided cards is equal to the mean value of 28 is substantially greater by several multiples than the money return that a player receives for a bet that the card value is either below or above the mean value of 28.

21. The method of Claim 6 including permitting the player to have a betting option to bet on receiving a total card value for said four provided cards that is equal to one of an odd card value number and an even card value number.

22. The method of Claim 21 wherein a money return that the player receives for a bet that the total card value for said four provided cards that is an odd card value number equals the money return that the player receives when the total card value for said four cards is an even card value number.

23. The method of Claim 13 including permitting the player to have a betting option to bet on receiving a total card value for four provided cards that is equal to one of an odd card value number and an even card value number.

24. The method of Claim 23 wherein a money return that the player receives for a bet that the total card value for said four provided cards is an odd card value number equals the money return that the player receives when the total card value for said four cards is an even card value number.

25. The method of Claim 19 including permitting the player to have a betting option to bet on receiving a total card value for said four provided cards that is equal to one of an odd card value number and an even card value number.

26. The method of Claim 25 wherein a money return that the player receives for a bet that the total card value for said four provided cards that is an odd card value number equals the money return that the player receives when the total card value for said four cards is an even card value number.

27. The method of Claim 6 including permitting the player to have a betting option to bet that the provided card will have only one certain total card value between and including both a lowest total numerical card value for the four cards that the player receives of 4 and the highest total card value for the four cards that the player receives of 52.

28. The method of Claim 27 wherein the player receives a multiple times return on a bet when the player successfully bets that there will be only one certain total numerical card value between and including 4 and 52.

29. The method of Claim 28 wherein the player receives a multiple times return on a bet on successfully selecting only one certain card value in accordance with Figures 2, 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

30. The method of Claim 11 including permitting the player to have a betting option to bet that there will be only one certain card value between and including both a lowest total numerical card value for four cards of 4 and the highest total numerical card value for the four cards of 52..

31. The method of Claim 30 wherein the player receives a multiple times return on a bet when the player successfully bets that there will be provided only one certain card value between and including 4 and 52.

32. The method of Claim 31 wherein the player receives a multiple times return on a bet on selecting only one certain card value in accordance with Figures 2, 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

33. The method of Claim 19 including permitting the player to have a betting option to bet that there will be only one certain card value between and including both a lowest total card value for the four cards of 4 and the highest total card value for the four cards of 52.

34. The method of Claim 33 wherein the player receives a multiple times return on a bet when the player bets on receiving only one certain card value between and including 4 and 52.

35. The method of Claim 34 wherein the player receives a multiple times return on a bet on successfully selecting only one certain card value in accordance with Figures 2, 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

36. The method of Claim 17 wherein a total of 4 playing cards are provided from said at least one deck of playing cards, and permitting the player to have a betting option that there will be provided one of two separate pairs of identical card values and three identical card values for the total of 4 playing cards.

37. The method of Claim 36 wherein the player receives a money amount that is multiple times the money amount when the player successfully bets that there will be provided two separate pairs of identical card values and an even greater multiple times that the player bets that there will be provided three identical card values.

38. The method of Claim 19 including permitting the player to have a betting option on selecting one of two separate pairs of identical card values and three identical card values for the total of 4 playing cards.

39. The method of Claim 21 including permitting the player to have a betting option on selecting one of two separate pairs of identical card values and three identical card values for the total of 4 playing cards.

40. The method of Claim 27 including permitting the player to have a betting option on selecting one of two separate pairs of identical card values and three identical card values for the total of 4 playing cards.

41. The method of Claim 1 wherein said four sets of playing cards consisting of two sets of one color and the other two sets of a different color, and including permitting the player to have a betting option to bet on selecting one of said one color and said different color for all cards provided.

42. The method of Claim 41 wherein said one color is red and said different color is black.

43. A method of playing a betting game by at least one player comprising, in combination the steps of:

using an equivalent of at least one deck of playing cards comprising at least 52 playing cards having four equal sets of playing cards with each of said four sets having predetermined values for each card;

providing common multiple playing cards to be used by any player; and

permitting the player to bet in advance that the common multiple playing cards will be one of a series of poker hands, depending upon the number of common multiple cards, selected from the following poker hands: a pair of identical card values, two separate pair of identical card values, three identical card values, common multiple cards that together provide a consecutive number of cards for the common multiple cards, common multiple cards that are all of one suit from one of four different suits of cards, three identical card values and two other identical card values, four identical card values, common multiple cards that together provide a consecutive number of cards that are all of one suit from one of four different suits and five identical card values for five playing cards from the common multiple cards when more than one deck of playing cards is used and at least five common cards are provided.

44. A table card game for playing a betting game by at least one of multiple players comprising, in combination:

a table having multiple positions located around a perimeter portion of the table to permit multiple players to play at the table and individually make separate bets prior to the players receiving at least one common playing card;

at least one deck of playing cards having playing cards that are at least one of provided to and located on said table and having four equal sets of playing cards with each of said four sets having predetermined values for each card including a mean value equal to a card value equally between the highest and lowest card value of each set; and

a plurality of regions located on said table in front of each player to permit each player to bet that the card value for the at least one common card that the players receive from said at least one deck of playing cards is at least one of below, above and equal to a mean value for said at least one common card that the players receive.

45. The table card game of Claim 44 wherein said at least one deck of playing cards is a deck of 52 playing cards consisting of four sets of 13 playing cards with each of said four sets of playing cards having a value of from 1 to 13 for the 13 playing cards in each of said four sets of playing cards and having a mean value of 7.

46. The table card game of Claim 45 wherein the players receive one common card from said at least one deck of playing cards thereby permitting each player to bet below the mean value of 7, above the mean value of 7 and equal to the mean value of 7.

47. The table card game of Claim 45 wherein the players receive two common cards from said at least one deck of playing cards thereby permitting each player to bet below the mean value of 14, above the mean value of 14 and equal to the mean value of 14.

48. The table card game of Claim 45 wherein the players receive three common cards from said at least one deck of playing cards thereby permitting each player to bet below the mean value of 21, above the mean value of 21 and equal to the mean value of 21.

49. The table card game of claim 45 wherein the players receive four common cards from said at least one deck of playing cards thereby permitting each player on regions of said table to bet below the mean value of 28, above the mean value of 28 and equal to the mean value of 28.

50. The table card game of Claim 44 wherein a money return that each player receives for a bet that the card value for said at least one common card will be below the mean value equals the money return that each player receives for a bet that the card value will be above the mean value.

51. The table card game of Claim 50 wherein the money return that each player receives for a bet that the card value for said at least one common card is equal to the mean value is substantially greater by several multiples than the money return that a player receives for a bet that the card value for said at least one common card is either below or above the mean value.

52. The table card game of Claim 44 wherein each player making a bet to receive a card value either below or above the mean card value receives back the money bet when the card value for said at least one common card is equal to the mean value.

53. The table card game of Claim 44 wherein said table having regions thereon for each player to have a betting option to bet on receiving a card value for said at least one common card equal to one of an odd card value number and an even card value number.

54. The table card game of Claim 53 wherein a money return that each player receives for a bet that the card value for said at least one common card is an odd card value number equals the money return that the player receives that is an even card value.

55. The table card game of Claim 44 wherein said table having regions thereon for each player to have a betting option to bet that the at least one common card is only one certain card value between and including both the lowest card value and the highest card value for said at least one common card.

56. The table card game of Claim 44 wherein said table having regions thereon for each player to have a betting option to select multiple card values between and including both the lowest card value and the highest card value for said at least one common card.

57. The table card game of Claim 55 wherein each player receives multiple times the player's bet if said at least one common card has a card value equal to said one certain card value selected by the player.

58. The table card game of Claim 56 wherein the player receives a money amount that is dependent upon the number of multiple card values selected by the player when the card value is one of the multiple card values selected by the player.

59. The table card game of Claim 44 wherein a money return that each player receives for a bet that the card value for the four cards is below the mean value of 28 is equal to the money return that the player receives for a bet that the card value is above the mean value of 28.

60. The table card game of Claim 59 wherein the money return that each player receives for a bet that the card value for the four cards is equal to the mean value of 28 is substantially greater by several multiples than the money return that a player receives for a bet that the card value is either below or above the mean value of 28.

61. The table card game of Claim 49 wherein said table having regions thereon for each player to have a betting option to bet that a total card value for said four common cards is equal to one of an odd card value number and an even card value number.

62. The table card game of Claim 61 wherein a money return that each player receives for a bet that the total card value for said four common cards is an odd card value number equals the money return that the player receives when the total card value for said four cards is an even card value.

63. The table card game of Claim 55 wherein said table having regions thereon for each player to have a betting option to bet that a total card value for four common cards is equal to one of an odd card value number and an even card value number.

64. The table card game of Claim 63 wherein a money return that each player receives for a bet that the total card value for said four common cards is an odd card value number equals the money return that the player receives when the total card value for said four common cards is an even card value.

65. The table card game of Claim 49 wherein said table having regions thereon for each player to have a betting option to bet on receiving only one certain card value between and including both a lowest total card value for the four common cards of 4 and the highest total card value for the four common cards of 52.

66. The table card game of Claim 65 wherein each player receives a multiple times return on a bet when the player bets on receiving only one certain card value between and including 4 and 52.

67. The table card game of Claim 66 wherein the player receives a multiple times return on a bet on receiving only one certain card value in accordance with Figures 2, 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

68. A slot machine game for playing a betting game by a player comprising, in combination:

a slot machine having four separate, random number generated, independently operated numerical equivalent locations located on a view portion of said slot machine that can be caused to be activated by the player after a bet by the player and the player causing operation of said slot machine;

each of said four numerical equivalent locations having a numerical value of from one to thirteen thereby having a mean value of 7; and

regions displayed on said slot machine permitting the player to bet that the player will receive a numerical total value that is at least one of below, above and equal to a mean value of 28 for said four numerical equivalent locations.

69. The slot machine game of Claim 68 wherein a money return that the player receives for a bet that the numerical total will be below the mean value of 28 equals the money return that the player receives for a bet that the numerical total will be above the mean value of 28 with the player losing the bet if the numerical total is either the mean value of 28 or not below or above the mean value of 28 selected by the player.

70. The slot machine game of Claim 69 wherein the money return that the player receives for a bet that the numerical total is equal to the mean value of 28 is substantially greater by several multiples than the money return that a player receives for a bet that the numerical total is either below or above the mean value of 28.

71. The slot machine game of Claim 68 including regions displayed on said slot machine permitting the player to have a betting option to bet on receiving only one certain numerical total value between and including both the lowest numerical total value of 4 and the highest numerical total value of 52 for the numerical total that the player receives from said four numerical locations.

72. The slot machine game of Claim 68 including regions displayed on said slot machine permitting the player to have a betting option to select receiving one certain numerical total value from multiple numerical total values selected by the player between and including both the lowest numerical total value of 4 and the highest numerical total value of 52 for the numerical total that the player receives from said four numerical locations.

73. The slot machine game of Claim 71 wherein the player receives multiple times the player's bet if the player receives a numerical total value equal to said one certain numerical total value selected by the player.

74. The slot machine game of Claim 72 wherein the player receives a money amount that is dependent upon the number of multiple numerical total values selected by the player when the player receives a numerical total value that is one of the multiple numerical total values selected by the player.

75. The slot machine game of Claim 68 including regions displayed on said slot machine permitting the player to have a betting option to bet on receiving at least two identical numerical total values from said four numerical equivalent locations.

76. The slot machine game of Claim 75 wherein the player receives a money amount that is dependent upon the number of identical numerical total values selected by the player.

77. The slot machine game of Claim 71 wherein the player receives a multiple times return on a bet on receiving only one certain card value in accordance with Figures 2, 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

78. The slot machine game of Claim 75 including five separate random number generated, independently operated numerical equivalent locations, regions are provided on the slot machine permitting the player to have a betting option on selecting and receiving one of a pair of identical numerical values, two separate pairs of identical numerical values, three identical numerical values, five consecutive numbers of numerical values, three identical numerical values and two other identical numerical values, four identical numerical values, and five identical numerical values from the total of said five numerical equivalent locations received by the player on the slot machine.

79. The slot machine game of Claim 78 wherein the player receives a money amount that is at least equal to the money amount that the player bets for and receives a pair of identical numerical values, and, according to the selection made by the player, multiple times the money amount that the player bets for and receives two separate pairs of identical numerical values, three identical numerical values, five consecutive numbers of numerical values, three identical numerical values and two other identical numerical values, four identical numerical values and five identical numerical values from the total of said four numerical equivalent locations received by the player on the slot machine.

80. The slot machine game of Claim 68 wherein said four separate, random number generated, independently operated, numerical equivalent locations are four separately operated reels each having thirteen numbers located around the perimeter of each reel.

81. A video game for playing a betting game by a player comprising, in combination:

a video game machine having four separate, random number generated, independently operated numerical equivalent locations located on a view portion of said video game machine that can be caused to be activated by the player after a bet by the player and the player causing operation of said video game machine;

each of said four numerical equivalent locations having a numerical value of from one to thirteen thereby having a mean value of 7; and

regions displayed on said video game machine permitting the player to bet that the player will receive a numerical total value that is at least one of below, above and equal to a mean value of 28 for said four numerical equivalent locations.

82. The video game of Claim 81 wherein a money return that the player receives for a bet that the numerical total will be below the mean value of 28 equals the money return that the player receives for a bet that the numerical total will be above the mean value of 28 with the player losing the bet is the numerical total is either the mean value of 28 or not below or above the mean value selected by the player.

83. The video game of Claim 82 wherein the money return that the player receives for a bet that the numerical total is equal to the mean value of 28 is substantially greater by several multiples than the money return that a player receives for a bet that the numerical total is either below or above the mean value of 28.

84. The video game of Claim 81 including regions displayed on said video game machine permitting the player to have a betting option to bet on receiving only one certain numerical total value between and including both the lowest numerical total value of 4 and the highest numerical total value of 52 for the numerical total that the player receives from said four numerical locations.

85. The video game of Claim 81 including regions displayed on said video game machine permitting the player to have a betting option to select receiving one certain numerical total value from multiple numerical total values selected by the player between and including both the lowest numerical total value of 4 to 27 and from 29 to the highest numerical total value of 52 for the numerical total that the player receives from said four numerical locations.

86. The video game of Claim 84 wherein the player receives multiple times the player's bet if the player receives a numerical total value equal to said one certain numerical total value selected by the player.

87. The video game of Claim 85 wherein the player receives a money amount that is dependent upon the number of multiple numerical total values selected by the player when the player receives a numerical total value that is one of the multiple numerical total values selected by the player.

88. The video game of Claim 85 including regions displayed on said video game machine permitting the player to have a betting option to bet on receiving at least two identical numerical total values from said four numerical equivalent locations.

89. The video game of Claim 88 wherein the player receives a money amount that is dependent upon the number of identical numerical total values selected by the player.

90. The video game of Claim 86 wherein the player receives a multiple times return on a bet on receiving only one certain card value in accordance with Figures 2, 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

91. The video game of Claim 88 including five separate, random number generated, independently operated numerical equivalent locations, regions are provided on the video game machine permitting the player to have a betting option on selecting and receiving one of a pair of identical numerical values, two separate pairs of identical numerical values, three identical numerical values, five consecutive numbers of numerical values, three identical numerical values, and two other identical numerical values, four identical numerical values, and five identical numerical values from the total of said four numerical equivalent locations received by the player on the video game machine.

92. The video game of Claim 91 wherein the player receives a money amount that is multiple times the money amount that the player bets for and receives a pair of identical numerical values, and, according to the selection made by the player, multiple times the money amount that the player bets for and receives two separate pairs of identical numerical values, three identical numerical values, five consecutive numbers of numerical values, three identical numerical values and two other identical numerical values, four identical numerical values, and five identical numerical values from the total of said four numerical equivalent locations received by the player on the video game machine.

93. The video game of Claim 81 wherein said four separate, random number generated, independently operated, numerical equivalent locations are video displayed equivalents of four separately operated reels each having thirteen numbers located around the perimeter of each reel.

94. A video computer game for playing a betting game by a player comprising, in combination:

a video computer game machine having four separate, random number generated, independently operated numerical equivalent locations located on a view portion of said video computer game machine that can be caused to be activated by the player after a bet by the player and the player causing operation of said video computer game machine;

each of said four numerical equivalent locations having a numerical value of from one to thirteen thereby having a mean value of 7; and

regions displayed on said video computer game machine permitting the player to bet that the player will receive a numerical total value that is at least one of below, above and equal to a mean value of 28 for said four numerical equivalent locations.

95. The video computer game of Claim 94 wherein a money return that the player receives for a bet that the numerical total will be below the mean value of 28 equals the money return that the player receives for a bet that the numerical total will be above the mean value of 28 with the player losing the bet if the numerical total is either the mean value of 28 or not below or above the mean value selected by the player.

96. The video game of Claim 95 wherein the money return that the player receives for a bet that the numerical total is equal to the mean value of 28 is substantially greater by several multiples than the money return that a player receives for a bet that the numerical total is either below or above the mean value of 28.

97. The video computer game of Claim 94 including regions displayed on said video computer game machine permitting the player to have a betting option to bet on receiving only one certain numerical total value between and including both the lowest numerical total value of 4 and the highest numerical total value of 52 for the numerical total that the player receives from said four numerical locations.

98. The video computer game of Claim 94 including regions displayed on said video computer game machine permitting the player to have a betting option to select receiving one certain numerical total value from multiple numerical total values selected by the player between and including both the lowest numerical total value of 4 and the highest numerical total value of 52 for the numerical total that the player receives from said four numerical locations.

99. The video computer game of Claim 97 wherein the player receives multiple times the player's bet if the player receives a numerical total value equal to said one certain numerical total value selected by the player.

100. The video computer game of Claim 98 wherein the player receives a money amount that is dependent upon the number of multiple numerical total values selected by the player when the player receives a numerical total value that is one of the multiple numerical total values selected by the player.

101. The video computer game of Claim 98 including regions displayed on said video computer game machine permitting the player to have a betting option to bet on receiving at least two identical numerical total values from said four numerical equivalent locations.

102. The video computer game of Claim 101 wherein the player receives a money amount that is dependent upon the number of identical numerical total values selected by the player.

103. The video computer game of Claim 99 wherein the player receives a multiple times return on a bet on receiving only one certain card value in accordance with Figures 3A and 3B which sets forth both a list of total card value numbers between 4 and 52 and a corresponding multiple return number for each total card value number from 4 to 52.

104. The video computer game of Claim 101 including five separate, random number generated, independently operated numerical equivalent locations, regions are provided on the video computer game machine permitting the player to have a betting option on selecting and receiving one of a pair of identical numerical values, two separate pairs of identical numerical values, three identical numerical values, five consecutive numbers of numerical values, three identical numerical values and two other identical numerical values, four identical numerical values, and five identical numerical values from the total of said four numerical equivalent locations received by the player on the video computer game machine.

105. The video computer game of Claim 104 wherein the player receives a money amount that is multiple times the money amount that the player bets for and receives a pair of identical numerical values, and, according to the selection made by the player, multiple times the money amount that the player bets for and receives two separate pairs of identical numerical values, three identical numerical values, five consecutive numbers of numerical values, three identical numerical values and two other identical numerical values, four identical numerical values, and five identical numerical values from the total of said four numerical equivalent locations received by the player on the video computer game machine.

106. The video computer game of Claim 94 wherein said four separate, random number generated, independently operated, numerical equivalent locations are video displayed equivalents of four separately operated reels each having thirteen numbers located around the perimeter of each reel.

107. The method of Claim 6 including providing an array of betting options for the player arranged in a plurality of vertical rows of total card value numbers; and

permitting the player to bet that a total numerical card value received by the player will be in at least one location of the plurality of vertical rows of total card value numbers.

108. The method of Claim 107 wherein the plurality of vertical rows of total card value numbers is 16 vertical rows of total card value numbers.

109. The method of Claim 108 including permitting the player a betting option to bet on one of receiving a total numerical card value that is at least one of a total numerical card value number in one of the 16 vertical rows of total card value numbers and any one of all the total numerical card value numbers.

110. The method of Claim 109 wherein the 16 vertical rows of total card value numbers include all together total card value numbers from 4 to 27 and from 29 to 52 and all the total numerical card value numbers include all total card value numbers from 4 to 52.

111. The table card game of Claim 49 including an array of regions of betting options for the player on said table arranged in a plurality of vertical rows having regions of total card value numbers; and

the player having an option to bet that a total numerical card value received by the player will be in at least one region of the plurality of vertical rows of total card value numbers.

112. The table card game of Claim 111 wherein the plurality of vertical rows of total card value numbers is 16 vertical rows of total card value numbers.

113. The table card game of Claim 112 including the player having a betting option to bet on one of receiving a total numerical card value that is at least one of a total numerical card value number in one of the 16 vertical rows of total card value numbers and any one of all the total numerical card value numbers.

114. The table card game of Claim 113 wherein the 16 vertical rows of total card value numbers include all together total card value numbers from 4 to 27 and from 29 to 52 and all the total numerical card value numbers include all total card value numbers from 4 to 52.

115. The slot machine game of Claim 68 including providing an array of regions of betting options for the player on said slot machine arranged in a plurality of vertical rows having regions of total card value numbers; and

the player having an option to bet that a total numerical card value received by the player will be in at least one region of the plurality of vertical rows of total card value numbers.

116. The slot machine game of Claim 115 wherein the plurality of vertical rows of total card value numbers is 16 vertical rows of total card value numbers.

117. The slot machine game of Claim 116 including the player having a betting option to bet on one of receiving a total numerical card value that is at least one of a total numerical card value number in one of the 16 vertical rows of total card value numbers and any one of all the total numerical card value numbers.

118. The slot machine game of Claim 117 wherein the 16 vertical rows of total card value numbers include all together total card value numbers from 4 to 27 and from 28 to 52 and all the total numerical card value numbers include all total card value numbers from 4 to 52.

119. The video game of Claim 81 including an array of regions of betting options for the player arranged on said video game machine in a plurality of vertical rows having regions of total card value numbers; and

the player having an option to bet that a total numerical card value received by the player will be in at least one region of the plurality of vertical rows of total card value numbers.

120. The video game of Claim 119 wherein the plurality of vertical rows of total card value numbers is 16 vertical rows of total card value numbers.

121. The video game of Claim 120 including the player having a betting option to bet on one of receiving a total numerical card value that is at least one of a total numerical card value number in one of the 16 vertical rows of total card value numbers and any one of all the total numerical card value numbers.

122. The video game machine of Claim 121 wherein the 16 vertical rows of total card value numbers include all together total card value numbers from 4 to 27 and from 29 to 52 and all the total numerical card value numbers include all total card value numbers from 4 to 52.

123. The video computer game machine of Claim 94 including an array of regions of betting options for the player arranged on said video computer game machine in a plurality of vertical rows having regions of total card value numbers; and

the player having an option to bet that a total numerical card value received by the player will be in at least one region of the plurality of vertical rows of total card value numbers.

124. The video computer game machine of Claim 123 wherein the plurality of vertical rows of total card value numbers is 16 vertical rows of total card value numbers.

125. The video computer game machine of Claim 124 including the player having a betting option to bet on one of receiving a total numerical card value that is at least one of a total numerical card value number in one of the 16 vertical rows of total card value numbers and any one of all the total numerical card value numbers.

126. The video computer game machine of Claim 125 wherein the 16 vertical rows of total card value numbers include all together total card value numbers from 4 to 27 and from 29 to 52 and all the total numerical card value numbers include all total card value numbers from 4 to 52.

127. A method of playing a game by at least one player comprising, in combination the steps of:

using an equivalent of at least one deck of playing cards having four equal sets of playing cards with each of said four sets having predetermined values for each card including a mean value equal to a card value equally between the highest and lowest card value of each set; and

permitting the player to select in advance that the player will receive a card value for at least one card provided from said equivalent of at least one deck of playing cards that is at least one of below, above and equal to a mean value for said at least one card that the player receives.

128. A table card game for playing a game by at least one of multiple players comprising, in combination:

a table having multiple positions located around a perimeter portion of the table to permit multiple players to play at the table and individually make a card numerical value selection prior to the players receiving at least one common playing card;

at least one deck of playing cards having playing cards that are at least one of provided to and located on said table and having four equal sets of playing cards with each of said four sets having predetermined values for each card including a mean value equal to a card value equally between the highest and lowest card value of each set; and

a plurality of regions located on said table in front of each player to permit each player to designate in advance that the card value for the at least one common card that the players receive from said at least one deck of playing cards is at least one of below, above and equal to a mean value for said at least one common card that the players receive.

129. A slot machine game for playing a game by a player comprising, in combination:

a slot machine having at least one, random number generated, independently operated numerical equivalent location located on a view portion of said slot machine that can be caused to be activated by the player;

said at least one numerical equivalent location having a numerical value of from one to n where n is any number greater than one thereby having a mean value of n divided by 2; and

regions displayed on said slot machine permitting the player to select in advance that the player will receive a numerical total value that is at least one of below, above and equal to the mean value for said at least one numerical equivalent location.

130. A video game for playing a game by a player comprising, in combination:

a video game machine having at least one random number generated, independently operated numerical equivalent location located on a view portion of said video game machine that can be caused to be activated by the player;

said at least one numerical equivalent location having a numerical value of from one to n where n is any number greater than one thereby having a mean value of n divided by 2; and

regions displayed on said video game machine permitting the player to select in advance that the player will receive a numerical total value that is at least one of below, above and equal to the mean value for said at least one numerical equivalent location.

131. A video computer game for playing a betting game by a player comprising, in combination:

a video computer game machine having at least one, random number generated, independently operated numerical equivalent location located on a view portion of said video computer game machine that can be caused to be activated by the player

said at least one numerical equivalent location having a numerical value of from one to n where n is any number greater than one thereby having a mean value of n divided by 2 and

regions displayed on said video computer game machine permitting the player to select in advance that the player will receive a numerical total value that is at least one of below, above and equal to the mean value for said at least one numerical equivalent location.

132. A slot machine game for playing a betting game by a player comprising, in combination:

a slot machine having at least one, random number generated, independently operated numerical equivalent locations located on a view portion of said slot machine that can be caused to be activated by the player after a bet by the player and the player causing operation of said slot machine;

said at least one numerical equivalent location having a numerical value of from one to n where n is any number greater than one and thereby having a mean value of n divided by 2; and

regions displayed on said slot machine permitting the player to bet that the player will receive a numerical total value that is at least one of below, above and equal to the mean value for said at least one numerical equivalent location.

133. A video game for playing a betting game by a player comprising, in combination:

a video game machine having at least one, random number generated, independently operated numerical equivalent locations located on a view portion of said video game machine that can be caused to be activated by the player after a bet by the player and the player causing operation of said video game machine;

said at least one numerical equivalent location having a numerical value of from one to n where n is any number greater than one and thereby having a mean value of n divided by 2; and

regions displayed on said video game machine permitting the player to bet that the player will receive a numerical total value that is at least one of below, above and equal to the mean value for said at least one numerical equivalent location

134. A video computer game for playing a betting game by a player comprising, in combination:

a video computer game machine having at least one, random number generated, independently operated numerical equivalent location located on a view portion of said video computer game machine that can be caused to be activated by the player after a bet by the player and the player causing operation of said video computer game machine;

said at least one numerical equivalent location having a numerical value of from one to n where n is any number greater than one and thereby having a mean value of n divided by 2; and

regions displayed on said video computer game machine permitting the player to bet that the player will receive a numerical total value that is at least one of below, above and equal to the mean value for said at least one numerical equivalent location.